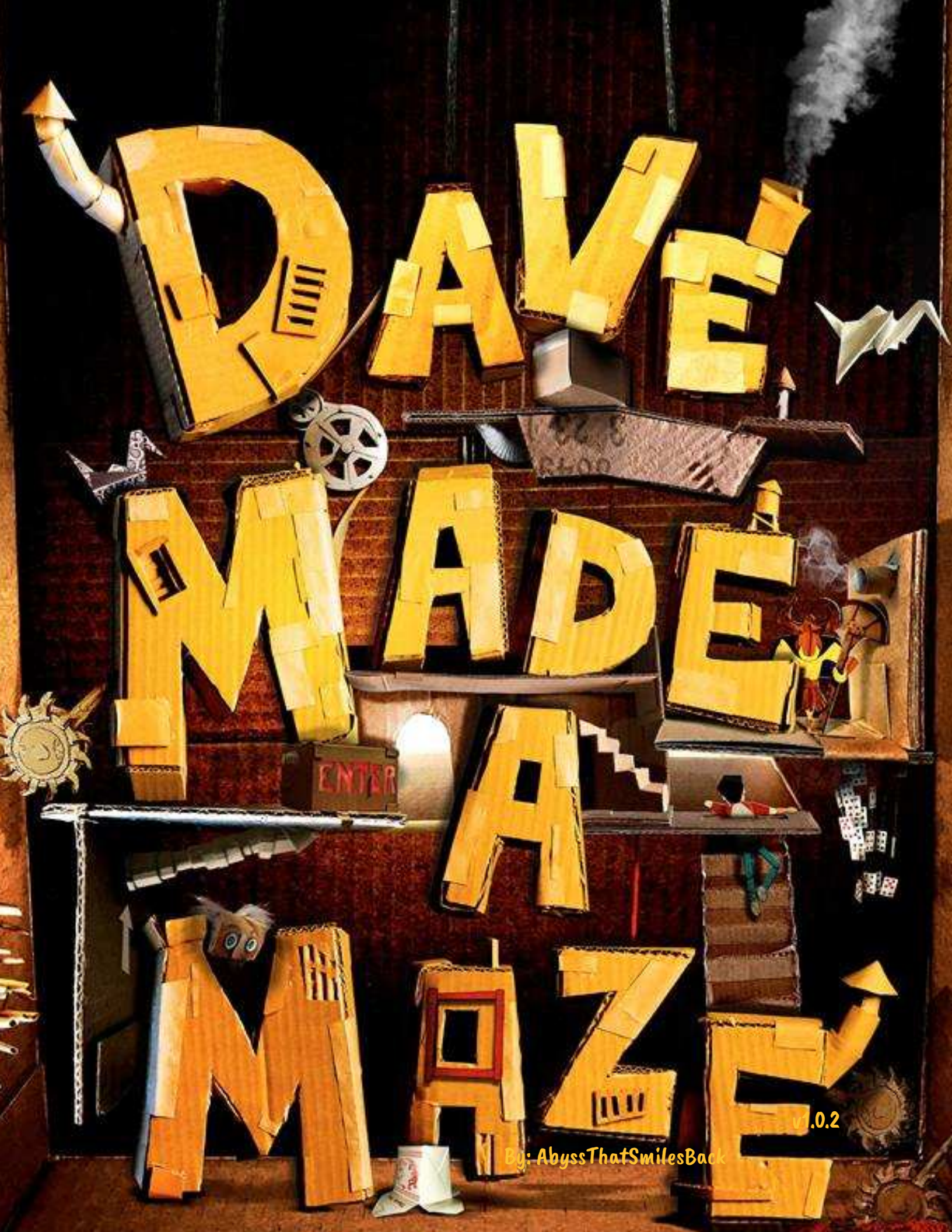

DAVE MADE A MAZE
ENTER
v1.0.2
By: AbyssThatSmilesBack

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Introduction

In an otherwise mundane world, Dave, a struggling artist, set out to finish a project while Annie was away. Said project was a cardboard maze that, well... got out of hand. Now a deceptively sized cardboard labyrinth sits in their living room and Dave is unable to find his way out. Those outside the maze will decide to brave the traps and pitfalls to try and extract their friend. Though it seems that the maze has taken on a life of its own.

As an additional danger to make explicit that you will face here, **being completely turned into a cardboard creature counts as a death.** This is because the labyrinth itself will control whatever remains from the transformation.

+1000CP

Locations

You may either roll a d4 (on a result of 4, either reroll or choose) or choose where you start from the options below, both options are free. You start sometime in the summer of 2017, the exact date is up to you.

Within the Labyrinth

You start within the Maze, perhaps this maze was of your making, you were helping Dave, or any number of other options. However you came to be here, you are just as lost as Dave.

An Apartment

Instead of the Maze itself, you start outside of it. The whirring and steam of the odd cardboard construct are probably not worth worrying about. Along with the fact that the place the voice inside is coming out of is moving. Maybe you should go in to help?

Or perhaps instead of being in the apartment when the maze is partially complete, you are there from the very beginning?

Around Town

Instead of being in the immediate vicinity of the maze you are in a small unassuming town. Don't worry about missing the action though, the opportunity will come to you.

Origins

You may select your Origin from below, any option can be taken as Drop-In as you will.

You may choose your gender freely, and are about 30 years old by default, but your actual age is up to you.

Maze Maker

As a struggling artist you will be given a spark of inspiration to finish creating something that will have meaning. You will be compelled to create your own labyrinth, starting from the center and working out from there. Should you pursue this endeavor, it won't be too long until you find yourself lost within your own creation. You can rest assured that no ordinary artist could have accomplished what you have, regardless of how it turns out.

Explorer

Rather than the creator of the maze you are instead one of the people dragged into this situation. Maybe as a friend or maybe as a bystander who heard about the maze and decided to check it out. The explorers are a diverse group, leaving you with the most flexibility here.

Denizen

The other options are human options, however the maze has given birth to other creatures, and this allows you to choose amongst them. By default, you can choose any kind of Grecian humanoid monster, like the minotaur. The non-human parts are made of cardboard. Though depending on the options you choose here that may not end up being the case.

Perks

Perks are discounted per their respective Origin. Discounts reduce the price by 50%, 100CP perks are instead free.

General

100 - Arts and Crafts Gore

When you cut someone, blood comes out. If they are disemboweled, organs can come out. This changes that. This perk grants you a different kind of gore from injury. Instead of bleeding red yarn and construction paper will leak from your cuts, or colored ropes spill out from a deep gut wound. To be clear, this doesn't make the damage any less dangerous, merely changing what comes out instead.

If you are a creator of traps or weapons, you can add this effect onto injuries they inflict, making their victims exhibit this same result.

This effect can be toggled on or off at will.

Maze Maker

100 - Generalist Artist

A lifetime practicing a number of artistic pursuits has given you the basics in quite a number of forms of art. As some examples, oil painting, basic architecture, and playing a piano have had the basics worked out by you. This alone doesn't grant much, but you have some experience with each. A secondary benefit is that your eye for aesthetics is improved, giving you better insight into what would be pleasing to look at for others.

200 - Cardboard Construction

Throughout the labyrinth is constructed with simple art supplies like cardboard, and tissue paper. Even the traps are made from these materials. Despite the normal qualities of these materials they function just as well as their more mundane counterparts.

For whatever reason, you seem to be able to replicate this feat. By creating a replica of an item out of cardboard and similar supplies, your replica will function similarly to the original.

400 - Starting at the Center and Building Out

The best place to start is at the beginning, but it is also good to know where the end is. By marking out the final dimensions when you begin a project, and having no individual part larger than the final dimensions. You are able to keep adding new components without the sum total of the parts being larger than the intended final dimensions. By doing this, you could easily make something that is bigger on the inside.

600 - Daedalus eat your Heart out

Technically, Dave made a Labyrinth and not a maze, well that's also a bit of an understatement. The cardboard fort he made in his front room took on a life of its own, spreading and creating its own denizens. It even took measures to protect itself when it felt it was in danger.

You possess the ability to imbue this spark into items you create and build, giving them a will and a life of their own. When you do so, some of your mental state will be manifested somehow in their core personality. So if you create an object while in a depressed state, the resulting object may be morose, or inversely feeling trapped might create a captor. As a benefit of this though, objects can grow and develop on their own, though they won't have any innate allegiance to you.

Explorer

100 - Tell me more about that

You have a knack for getting more information out of people, simply by asking them to elaborate. This effect has notable limits as people will be able to see what you are doing and tire quickly.

200 - Where's that Beard at?

Sometimes, people just need a friend. Simple reassurances to keep their darker thoughts away. You have an innate sense for who needs these kinds of actions, knowing when they would help and when they wouldn't.

Beyond that, you also possess the ability to grow a beard, afterall, Beards on your face. This secondary effect is toggleable.

400 - And a Tourist

Despite the number of injuries sustained by others, the two tourists had little issue exploring the labyrinth. Perhaps it is because they didn't intend the labyrinth harm?

Similarly, you find that as long as you announce yourself, people tend to let you into places they really shouldn't. This protection falters and fails, if anyone in your group decides to use their access to benefit beyond simply enjoying the scenery. Benefiting such as using the action for access, or even by scouting the location for a future plan.

Just be sure to be out of any locations with self destruct before they blow up.

600 – Old Fort Building Secrets

Everyone knows that a taut piece of cloth covering an opening is a wall, and that walls can't be opened. This and a number of other secret rules are known to you. This enables you to create walls and doors out of flimsy materials that are as durable as the normal walls around yours.

Denizen

100 - Internal Compass

Although visitors are easily confused by the twists and turns in the labyrinth, the Minotaur seemingly is unimpeded. This is due to the labyrinth communicating with the Minotaur.

You possess a similar ability, when you are in a maze, or labyrinth, you will find yourself guided by it towards your goals. That is, provided you are willing to obey the other rules of the place you find yourself.

200 - Punish the Rulebreakers

You can set up rules for a location that you reside in. While these rules need to make sense for the location, they can be almost anything. For example, you can't make a rule that requires people to only eat from ceramic plates if you are in a forest and therefore no ceramic plates are available. When someone breaks one of the rules you will know and get a sense for their location. These rules will also be negated if you violate the rules.

As a secondary effect, when the rules have been violated by someone you find pursuit of them in the area you reside in is much easier. This isn't a speed boost per se, but instead you find that your route to them is somehow far more efficient. If they are close enough, then perhaps you will simply appear from just out of their line of sight.

400 - Imposing Physique

Your body is very well toned, even with how toned you are that you possess strength beyond your appearance. People will be able to have a sense for this, granting you an aura of intimidation. Ultimately, this makes it so that even when you are outnumbered, those you pursue's natural inclinations are to run away.

This intimidation aura is improved by the difference in your apparent strength and your real strength, and can be toggled at will.

600 - How do you make a Minotaur?

Instead of a mere denizen, you are the will of the labyrinth itself. This grants a number of abilities. First you can extend yourself beyond your innate boundaries, converting the assimilated area to be more like yourself. Secondly, you can convert living creatures into denizens of the area you control, though the exact process to do so is left up to you. Thirdly, you are capable of sensing intruders into your labyrinth. Finally, you can create an avatar to communicate with the lesser beings within you should you choose to do so.

Items

Items are discounted per their respective Origin. Discounts reduce the price by 50%, 100CP items are instead free.

Items that are lost, damaged, consumed, or destroyed are returned or replaced in about 7 days.

General

Free - Dave Made a Maze

This free copy of Dave Made a Maze and device to play it on allows you to enjoy the original film. Additionally, there is a second disk that covers your adventures here in a movie format.

100 - Enough Cardboard to make a World from

This is $500,000 worth of cardboard, tape, glue and other various art supplies. You can alter the exact amounts of each supply, but the majority will be cardboard, tape, and gluesticks. This part of this item is replaced monthly, rather than weekly.

Comes with a Dave-Made-a-Boxcutter brand boxcutter. When it becomes dull the blade snaps off and more of the snapaway blade can be extended endlessly, but no more than having a few inches exposed at a time.

Maze Maker

100 - Creative Knapsack

This small backpack contains a small variety of things. Some jerky, two blue towels, a belt, a skein of orange yarn, a mostly used roll of duct tape, a deck of playing cards with two rubber bands, a pair of metal shears, and a length of climbing rope are always available. You can also procure a number of other similar materials so long as they can be used for small creative projects.

The items contained within are replaced daily if consumed, but the backpack itself is replaced at the normal speed if it is lost or destroyed.

200 - Cardboard Glove

This cardboard glove for one hand (your choice). It is completely articulated making it quite comfortable and flexible despite the material it is made from.

While wearing this glove you find your manual dexterity and speed improved. Doubly so when this is being used towards crafting projects.

400 - Impulse Buy

This katana or other bladed weapon of your choice was purchased on a whim. Surprisingly it has come quite in handy. Some portion of it cutting through the walls of the dimensionally strange labyrinth has been imbued in it. It has gained the ability to cut through similar dimensional strangeness as if they were made of cardboard.

Explorer

100 - Picnic Basket

This picnic basket contains a blanket along with a generous spread of Flemish food. Perfect for wherever you decide to have lunch. The blanket is large enough for all of your intended guests and there is of course enough food to share for everyone.

The food inside is replaced daily, but the basket and blanket are replaced as normal for items if lost or destroyed.

200 - Film Equipment

This is a full set of equipment required to record a film, including boom mic video camera, and recording media. All of the equipment is professional grade.

Also comes with a script for a poorly thought out british high drama film.

400 - The Zoetrope Core

This flower-like core made of cardboard isn't the core, more precisely it isn't yet. When this piece of cardboard is brought to the center of an object or location and opened while on a spinning platform, it becomes the 'heart' of its seat. This makes it so that the destruction of the core will result in the cascading destruction of the entire object or location.

This effect is limited, in that in order to become the core or weak point the object or location must not already have one.

Comes with a record player.

Denizen

100 - Blue Cape

This cape doesn't do much, but does help you maintain your presence, regardless of the particular presence you are currently exuding. If people think you are intimidating, this helps that; if people think you are cute, you will look cuter; etc. Ignore that it looks like it may be a towel.

200 - Paper Mache

This item grants you a lesser form of the 'How do you make a Minotaur?' perk. In that by coating someone with this, they become a cardboard facsimile of who they were, now allied to you. The cardboard creature will possess similar, but only surface level reactions to their original host.

There is enough here for a single person, and is replaced monthly if used, and normally otherwise.

If used in conjunction with the 'How do you make a Minotaur?' perk, you will find that you are much more efficient in using the materials provided with this.

400 - The Labyrinth

This is an exact replica of the labyrinth created by Dave, complete with traps, but lacks the living creatures inside. As an additional benefit, in future jumps this can be folded for easier transport.

If you know how, you can reawaken this so that it can begin to grow once more, though it's up to you to decide if that is a good idea or not.

Companions

100/300 - New Friends / Old Faces

For 100 CP, you can import a companion, create a new one, or take someone from the cannon of this movie as one. Whatever you choose, they get 800 CP to make their build.

For 300 CP, you can instead get 8 companions, as above.

100 - Asterion

The minotaur, once Dave's Labyrinth was destroyed, lived on. He has chilled out quite a bit now that he doesn't need to protect the labyrinth, and is quite willing to join you. Considering how strange he is to the rest of the world he finds himself in, what is another?

In terms of abilities, he is quite strong, boarding on superhumanly so, and is great at navigating mazes.

100 - Cardboard Companion

Choose a companion you already have, this companion is a cardboard facsimile of that companion. They don't have any perks, items, or abilities of the original. Don't worry too much if it seems like they are trying to figure out how to pass as a human, it is probably fine.

100 - Film crew

This group of three, mostly mute, friends possess all of the equipment to record a film. They aren't the best at it, leaving directing to you, but they are quite willing to give it a shot.

100 - Madman

This person who only goes only by their first name is a bit strange. They have a seemingly endless amount of cardboard and glue to reach their goal, and by their chosen deity they will make it.

What is their goal? Whatever you ask them to do. They are quite easy to direct and manage, and few builders work as fervently. Just be sure they haven't trapped themselves in their creation every once in a while.

To be clear, they are useful architects that can build great structures. As long as you are fine that they are made of cardboard and probably contain more traps than you'd expect.

Toggles

Feature Length

Instead of 10 years, you will remain here for as long as the Labyrinth is a threat, or 10 years, whichever is shorter. Once it is gone, you may choose to leave at any time.

World of Cardboard

Turns out you don't arrive shortly before the start of the completion of the labyrinth. Instead, you arrive about five years after it has spread over the entire world. People are still surviving somehow, but everyone is trapped within this cardboard maze.

Drawbacks

You can take any amount of drawbacks

100 - Can we go In? Ok!

You are extremely excitable, just the thought of finding something new seems to repress your survival instincts. Be prepared to excitedly run into dangerous situations frequently, and be more susceptible to traps.

100/Varies - A Papercut, Kindof

One of your limbs has been replaced by a similar limb made from cardboard. You can select this up to four times, for a total of 400 CP.

Although this doesn't limit your movement much, it slightly reduces your dexterity with the limb, and makes getting a grip with it much harder. Just stay away from water though.

200 - Do not make me look like a Spineless Asshole

For whatever reason, it seems that the world is conspiring to shed you in the worst light. Whenever there is a chance for it to do so, the world will conspire to have people show up at the worst moment.

200 - You *might* be responsible for the people who died

Don't worry about the ambiguity regarding who is responsible for the people who died in the labyrinth. Turns out legally that you are responsible. If there is a police investigation into the missing people they will find clues indicating you, enough to get charges to stick.

If you are convicted and have Feature Length, you will have to remain for 10 years.This is because your prison time becomes part of your movie.

400 - Follow Me!

However confident you are with navigation is still how confident you are after taking this. The effect of this is that your actual ability to navigate is seemingly taken away from you. Perhaps the labyrinth is just changing that fast, or maybe you are just not as good as you still think you are.

400/600 - Bloodthirsty Labyrinth

While the Labyrinth was the most pervasive threat, and could clearly act, it wasn't all that active in attacking those trapped within. Not so much now, you will find that the Labyrinth seems to be empowered by the blood of those killed within. With each kill it grows stronger and more active.

If this is taken with the 'World of Cardboard' Toggle, this is worth an extra 200 CP.

600 - Ordinary Person

Choosing this limits you to your bodymod while here. However, if you die, instead you simply lose what was purchased here and continue on. You do get a "I died in a Cardboard Labyrinth" t-shirt as a consolation though.

600 - Why so Little Body Horror?

You may have noticed that one of Dave's hands has turned to cardboard, with very little explanation. Ultimately it didn't really affect him too much as he was able to continue living his life.

This will make that much more dangerous and a much more present threat. There will be more traps that transform whatever gets caught in them into cardboard, small pits for legs for example. Though the more dangerous threat is that the effect slowly spreads, consuming more of the victim's body.

As noted before, being completely converted will count as a death.

If taken with 'A Papercut, Kindof' cp gained from that drawback is doubled.

Notes/Anticipated Questions

What?

Dave Made a Maze is a weird movie, it's kinda about someone who feels that they haven't accomplished anything in their life. Where their inner troubles are externalized via the cardboard fort they made that most of the movie is set in. Watching the movie is my recommendation.

Asterion?

As far as I know, it is the name of the Minotaur from mythology, though feel free to correct me.

Does the Cardboard Glove only affect one hand?

No, it affects both, having two gloves is better than one, but it isn't as much of an improvement as the first.

Follow Me!

The effects are limited only to the current jump, just in case there is any confusion

Changelog

v1.0.2

- Grammar simplified and fixed

v1.0.1

- Increased Font size on Table of Contents

v1.0

- Initial Document